

**What Is Claimed Is:**

1           1. A method for smooth transition between pre-rendered  
2 mode and real-time mode, comprising the steps of:

3           providing a plurality of precast pictures having a played  
4 order, each one of the precast pictures including an object and  
5 an object-position corresponding to the object;

6           recording a first position and a second position of a  
7 pointer in real-time mode;

8           selecting the precast picture whose object-position is  
9 closest to the second position as a starting picture if real-time  
10 mode switches to pre-rendered mode;

11          obtaining a played direction according to the first  
12 position and the second position; and

13          playing the precast pictures from the starting picture  
14 according to the played direction and the played order.

1           2. The method as claimed in claim 1 wherein the first  
2 position is a former position previous to the second position.

1           3. The method as claimed in claim 1 wherein the second  
2 position is a current position of the pointer.

1           4. A method for smooth transition between pre-rendered  
2 mode and real-time mode, comprising the steps of:

3           providing a plurality of precast pictures having a played  
4 order, each one of the precast pictures including an object and  
5 an object-position corresponding to the object;

6           recording a first position and a second position of a  
7 pointer in real-time mode;

8 selecting the precast picture whose object-position is  
9 closest to the second position as a starting picture if real-time  
10 mode switches to pre-rendered mode;

11 obtaining a smooth curve according to the object-position  
12 of the starting picture, the object-position of the precast  
13 picture next to the starting picture, the first position and the  
14 second position;

15 selecting a plurality of connecting positions on the smooth  
16 curve, and drawing the object on these connecting positions from  
17 nearest to farthest from the current position; and

18 playing the precast pictures from the starting picture  
19 according to the played order.

5. The method as claimed in claim 4 wherein the first  
position is a former position previous to the second position..

6. The method as claimed in claim 4 wherein the second  
position is a current position of the pointer.

7. The method as claimed in claim 4 wherein the number of  
transition positions is determined by the distance from the  
current position to the object-position of the starting picture.